So I've had this idea for a long time, but have never seen rules for it, and it has always annoyed me that there are no rules for the group of cultists trying to summon The Old Ones with a crazy ritual... So here is what I came up with! This is mainly meant as an out of combat kind of thing.

Group Ritual Casting Two or more individuals may work together to cast a spell by combining their knowledge and magical energy. The casters work together turning one spell that one of them knows into a ritual, (As per the regular rules in the PHB) with the following exceptions:

-Spell slots must be expended that equal the level of the spell up to level 5. Spells greater than that must have spell slots expended of twice the level of the spell.

-Casters spells that are expended from casters who do not know the spell only count as half

-Meta Magic can be applied to the spell at a cost of 1 spell slot per sorcery point.

-Each ritual has a leader that acts as the caster, and it is their stats that are used to determine all relevant saving throws and to hit.

Basically, the idea is to have a way for the "Summon Cthulu" Trope with a bunch of low level cultists and not have it seem weird. That or teams of Artillery mages shooting fireballs from the back lines in a war. It could use some things like sacrifice, maybe a way to ignore material components? WIP though, would love some input :)

EDIT: Something to add that I thought of: They can cast the spell if none of them know it as long as they have the proper arcane reference material and material components, at the DM's discretion. This way we really can have the group of 1st level cultist trying to cast the wish spell, but at great expense and risk. (and plenty of time for the adventurers to disrupt it all!)